

# AIR-SEA BATTLE™

ATARI® GAME PROGRAM™ INSTRUCTIONS



A Warner Communications Company



CX2602

COMPLETE  
GAME PLAY  
INSTRUCTIONS

27 GAME  
VARIATIONS

ONE AND TWO-  
PLAYER  
GAMES

GAME SELECT  
MATRIX  
Section 5

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NOTE: Always turn the console power switch off when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game. Manual, Program, and Audiovisual ©1977 ATARI, INC.

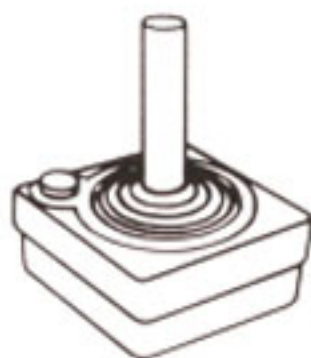


## 1. OBJECT OF THE GAME

The object of the game is to score points by hitting moving objects such as planes, ships, targets, helicopters and submarines. AIR-SEA BATTLE™ is made of six different shooting games with a total of 27 game variations (see **GAME**

**SELECT MATRIX**). Game play is slightly different for each game (see **GAME VARIATIONS** for further details). Point values differ from game to game as explained in **GAME VARIATIONS** and **SCORING**.

## 2. USING THE CONTROLLERS



Use your Joystick Controllers with this ATARI® Game Program™ cartridge. Be sure the Joystick Controller cables are firmly plugged into the **CONTROLLER** jacks at the

back of your ATARI Video Computer System™ game. For one-player games, use the Joystick Controller plugged into the **RIGHT CONTROLLER** jack. Hold the Joystick with the red button to your upper left, toward the television screen. See Section 3 of your owner's manual for further details.

Controller action varies depending on the game being played. Details for the Joystick Controller can be found under each game title in **GAME VARIATIONS**.

## 3. CONSOLE CONTROLS

### GAME SELECT SWITCH

Use the **game select** switch to select the game number you wish to play. The game number changes on the top left side of the screen as you press the switch down.

### GAME RESET SWITCH

When you have selected the game number you wish to play, press down the **game reset** switch to start the game.

### DIFFICULTY SWITCHES

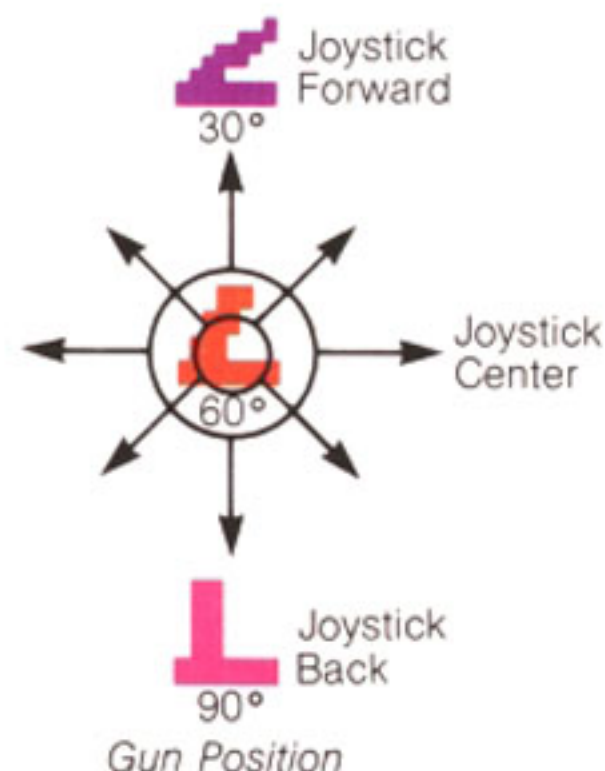
The **difficulty** switches control the size of the missile in Guided Missile Games. In the **a** position, the missile is one-fourth the size of the missile in the **b** position.

### TV TYPE SWITCH

Set this switch to **color** if you have a color television set. Set it to **b-w** to play the game in black and white.

## 4. GAME VARIATIONS

### ANTI-AIRCRAFT™ GAMES



Your Joystick Controller changes the angle of your "Anti-Aircraft Gun" and also the angle of missile flight in Guided Missile Games. Forward = 30 degrees; center or rest = 60 degrees; back = 90 degrees (straight up).

In the Anti-Aircraft games, from one to six flying objects will move

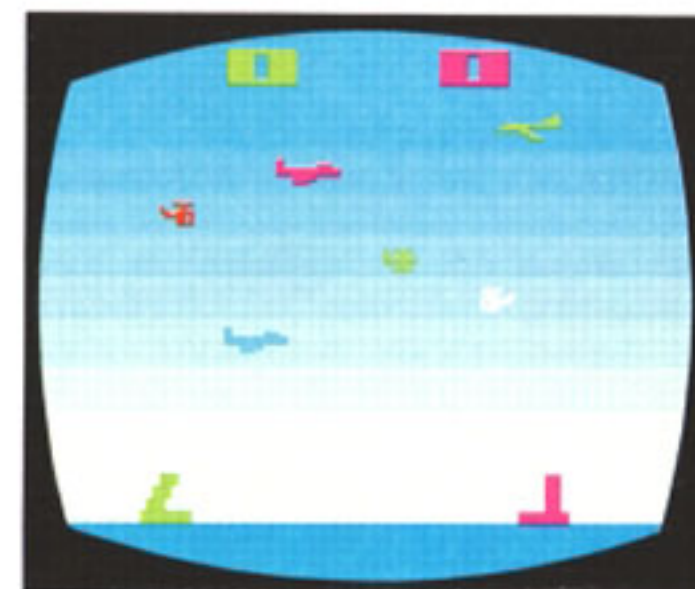


Figure 1 — Anti-Aircraft™ Game Playfield

together across the playfield in a set. All objects in the set must be hit before a new set will appear. Each object scores one point.

### GAME 1

This is the Anti-Aircraft game described above. Your missile travels at the same angle your "Anti-Aircraft Gun" was in at the time you fired.



## GAME 2

In this game, you and your opponent have guided missiles. After firing, you control the angle of flight of your missile by moving your Joystick Controller from front to back.

## GAME 3

The left gun is fired continuously by the computer. Using the right Joystick Controller, try to out score the computer.



4 Points



3 Points



2 Points



1 Points



This set of Anti-Aircraft games adds a challenge to your marksmanship. There are various flying objects on the playfield travelling at different speeds and directions. Each object has a different score value: Small Jet = 4 points; Large Jet = 3 points; Helicopter = 2 points; 747 = 1 point. The Observation Blimps flying randomly across the bottom

of the playfield score no points, and act as an obstruction to your line of fire.

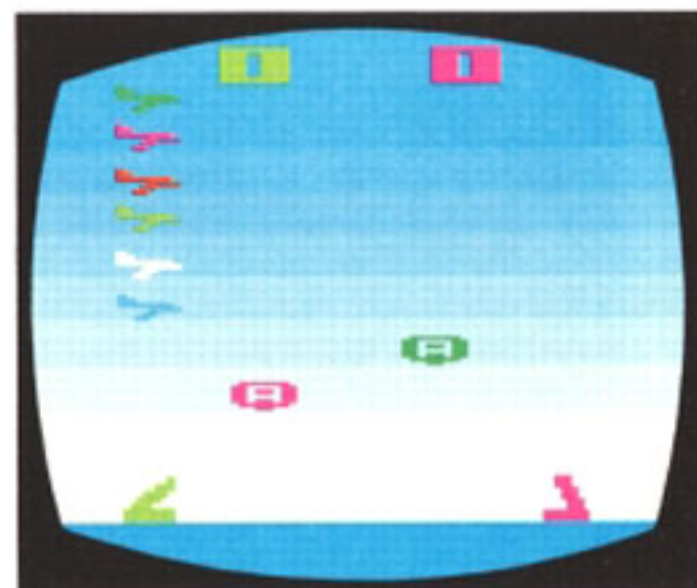


Figure 2 — Anti-Aircraft™ Game Playfield

## GAME 4

In this game, your missile travels at the same angle your gun was in at the time you fired.

## GAME 5

Using guided missiles try to outscore your opponent. After firing, you control the angle of flight of your missile by moving your Joystick Controller from front to back.

## GAME 6

Here's another chance to beat the computer. The right Joystick Controller is your gun, while the computer fires the left gun continuously.

## TORPEDO™ GAMES

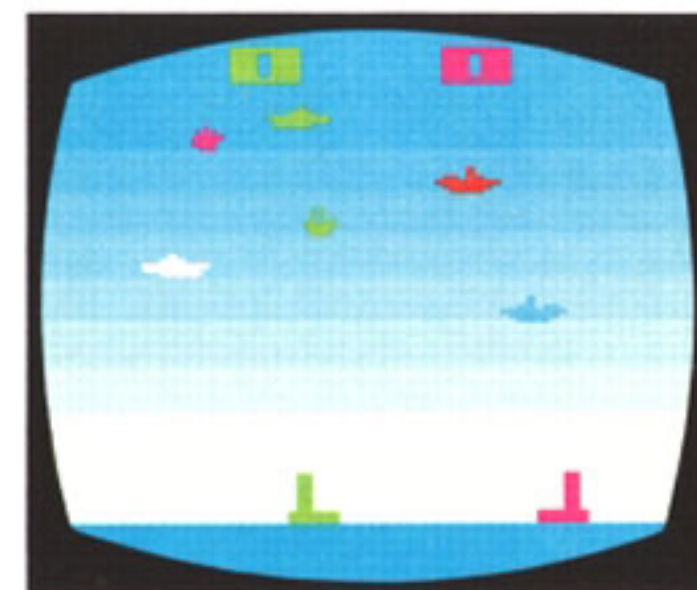
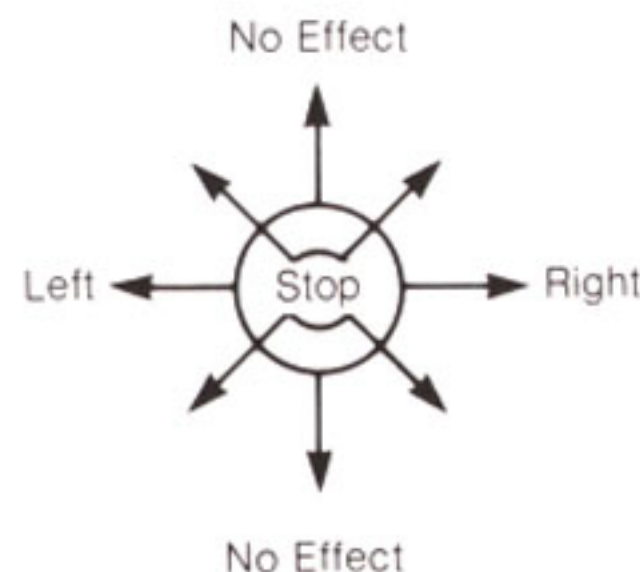


Figure 3 — Torpedo™ Game Playfield

## CONTROLLER ACTION

You are a submarine captain firing torpedoes at ships moving above you. By pushing your Joystick Controller to the left, you move your submarine to the left. Pushing it to the right moves your submarine to the right.

You control half the playfield, your opponent controls the other half. From one to six ships move across the playfield in a set. When one set disappears from the playfield, a new set appears. Each ship scores one point.

## GAME 7

After firing, your torpedo travels straight up from where it was fired.

## GAME 8

In this game, you can guide your torpedo after firing. By pushing your Joystick Controller to the left, you guide your torpedo to the left. Pushing the Joytick to the right guides the torpedo to the right.

## GAME 9

With non-guided torpedoes try to sink more ships than the computer. You control the right submarine while the computer fires continuously from the left.



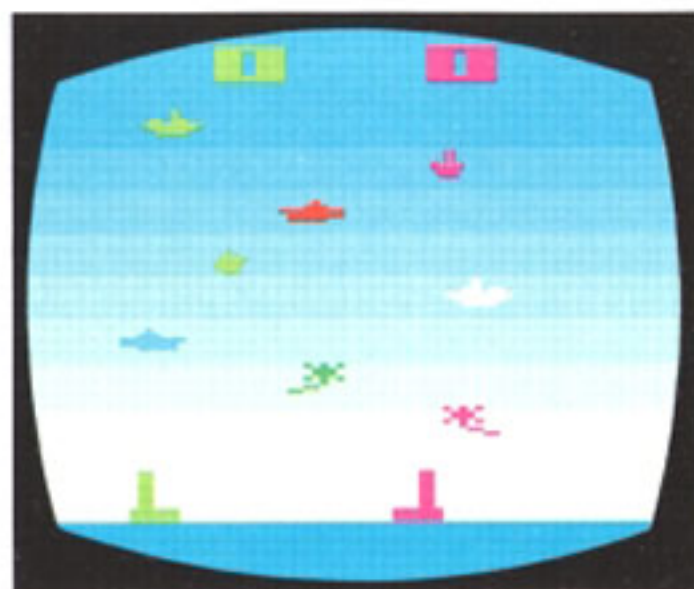
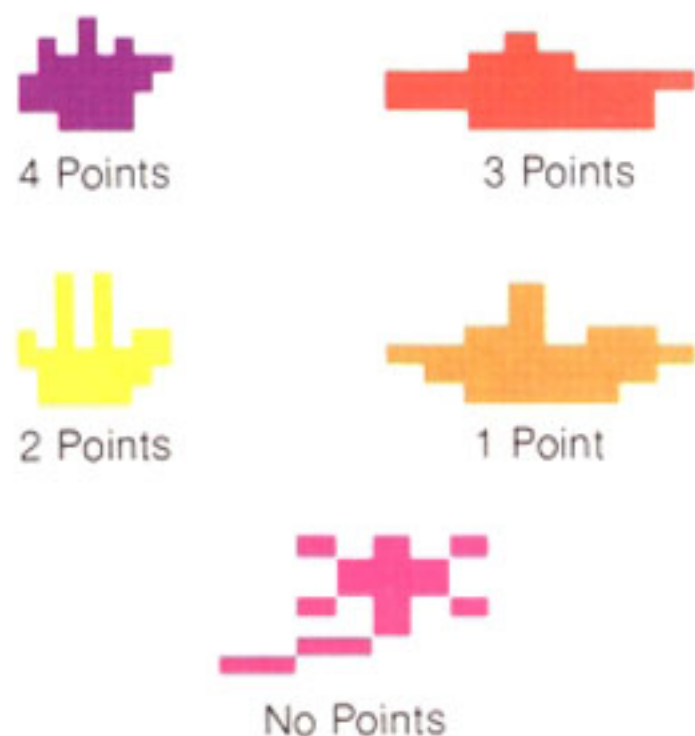


Figure 4 — Torpedo™ Game Playfield

#### GAME 10

As in Game 7, your torpedo travels straight up from where it was fired.

#### GAME 11

In this game, you can guide your torpedo after firing. By pushing your Joystick Controller to the left, you guide your torpedo to the left. Pushing the Joystick to the right guides the torpedo to the right.

#### GAME 12

You control the right submarine with the right Joystick Controller and, with non-guided torpedoes, try to beat the computer-controlled left submarine.

## SHOOTING GALLERY GAMES

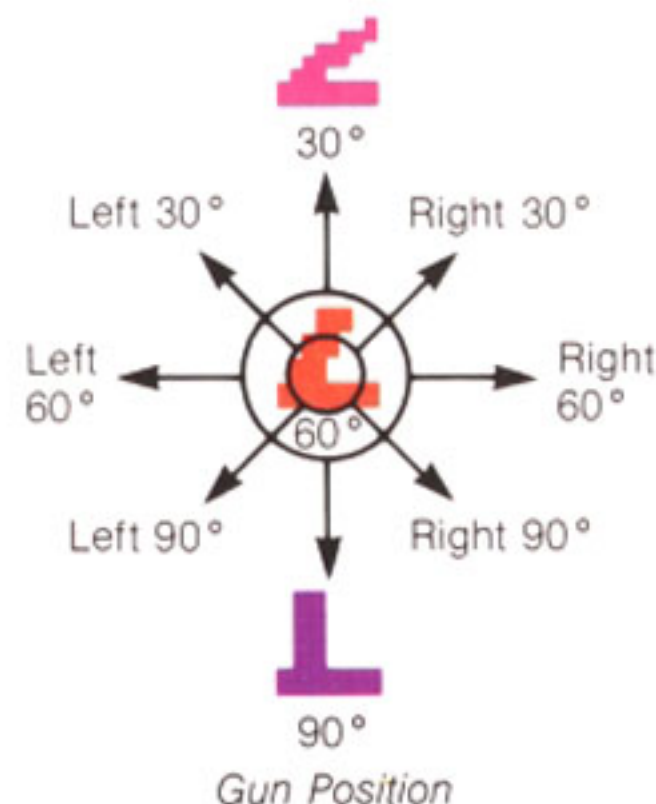


Figure 5 — Shooting Gallery Playfield

#### GAME 13

This is the Shooting Gallery Game described above. After firing, your Joystick Controller has no effect on the line of fire.

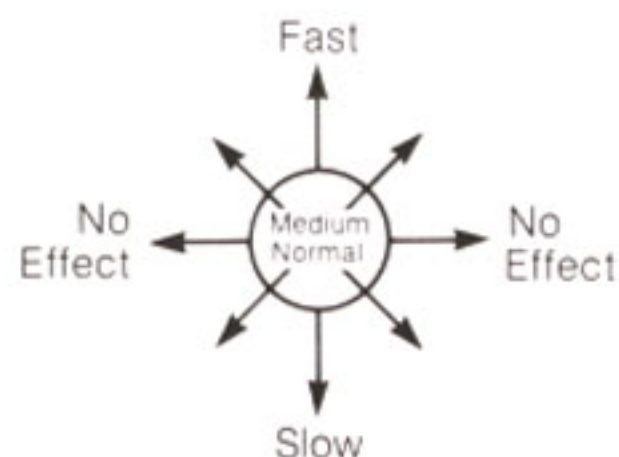
#### GAME 14

After firing, guide your projectile into the targets by moving your Joystick Controller forward or backward (see Figure 5). Moving the Joystick right or left has no effect on the projectile once it is fired.

#### GAME 15

You control the right gun and try to beat the computer-controlled left gun which fires continuously.





In the following games (POLARIS, BOMBER, POLARIS vs. BOMBER), you control the speed of travel by moving your Joystick Controller back for slow, center or rest position for normal speed, forward for fast.

## POLARIS GAMES



4 Points



3 Points



2 Points



1 Point

You captain a ship traveling across the bottom of the playfield. The bottom most ship is the right player. The ships will change direction occasionally.

One to four planes fly over in a set. All planes in a set must be hit before new planes are displayed. Each plane has a different point value: Small Jet = 4 points; Large Jet = 3 points; Helicopter = 2 points; 747 = 1 point.

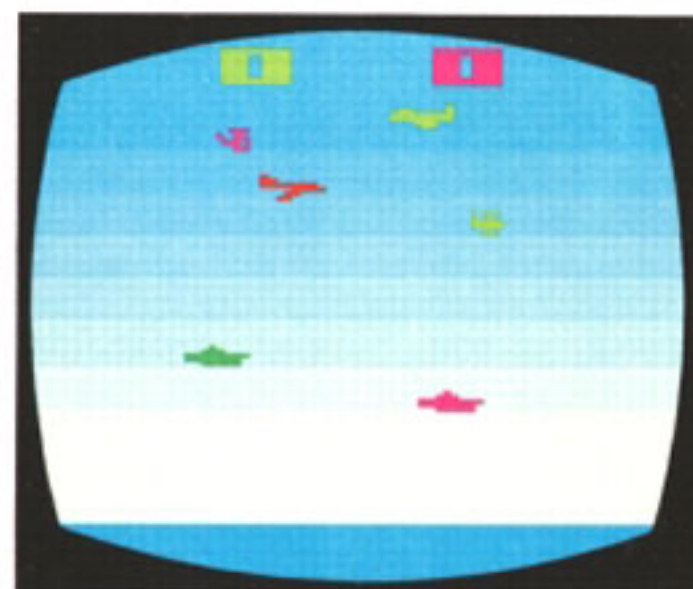


Figure 6 — Polaris Game Playfield

### GAME 16

This is the Polaris game described above. Your missile travels at the same speed as your ship when the missile was fired. After firing, your ship speed cannot change while the missile is in flight.

### GAME 17

In this game, when you change the speed of your ship, you also change the speed of your missile while it is in flight. So, you can guide your missile into the planes.

### GAME 18

Using the right Joystick Controller, you control the bottom ship. With non-guided missiles, try to beat the computer-controlled top ship. The computer ship will move at a steady speed and fire its missiles continuously.

## BOMBER GAMES



4 Points



3 Points



2 Points



1 Point

You are the pilot of a plane flying across the top of the playfield. The right player controls the bottom-most plane. Planes will occasionally change direction from right to left.

From one to four ships will pass under the planes. As a ship is hit, a new ship will replace it from edge

of the playfield. Ships travel at various speeds and each has a different point value: PT Boat = 4 points; Aircraft Carrier = 3 points; Pirate Ship = 2 points; Freighter = 1 point.

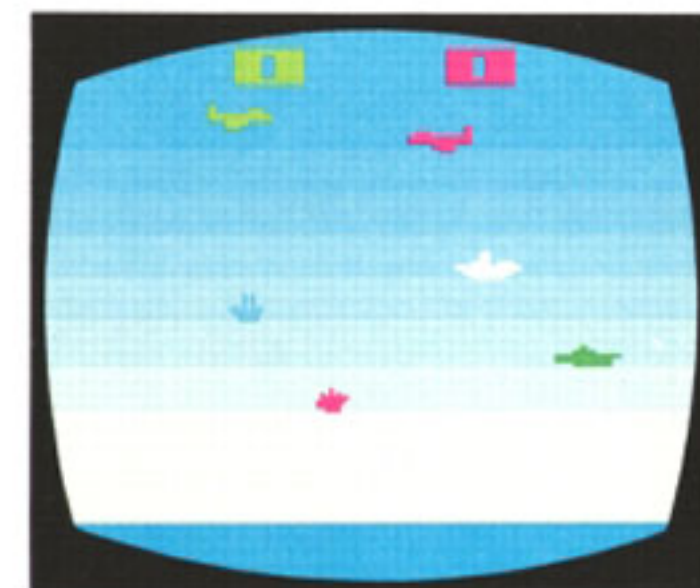


Figure 7 — Bomber Game Playfield

### GAME 19

As your bomber drops the bomb, it will move across the playfield at the same speed as your plane at the time it was dropped. After firing, your plane cannot change speed while the bomb is dropping.

### GAME 20

Changing the speed of your plane after dropping a bomb will change the speed the bomb travels across the playfield as it drops. This allows you to guide your bomb into the passing ships.



## GAME 21

Using non-guided bombs try to hit more ships than the computer. The computer plane is on top and flies at a constant speed across the playfield, dropping bombs continuously. You control the bottom plane with the right Joystick Controller.

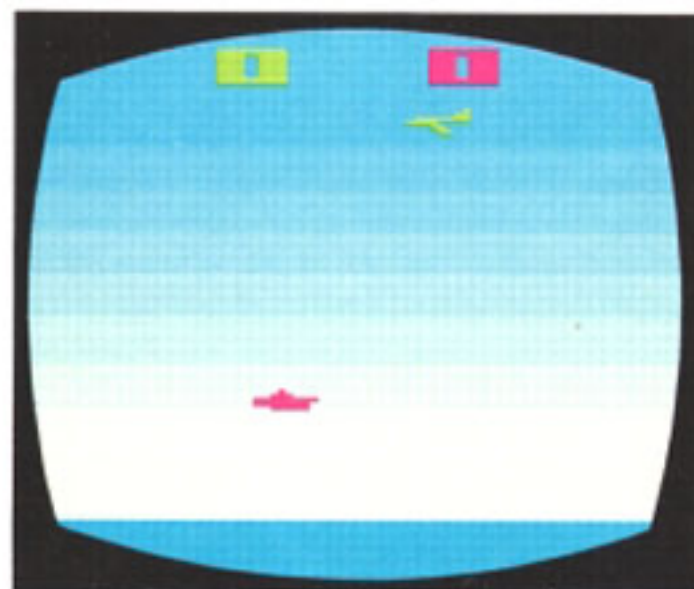
POLARIS vs  
BOMBER GAMES

Figure 8 — Polaris vs Bomber Game Playfield

The left player flies the plane across the top of the playfield and the right player controls the ship at the bottom of the playfield. The plane drops bombs on the ship while the ship shoots missiles at the plane. One point is scored for each hit. The ship or plane getting hit will disappear from the playfield and reappear at the edge. Both plane and ship will change direction occasionally.

## GAME 22

This is the Polaris vs Bomber game described above.

## GAME 23

Both the ship and the plane can guide their missiles or bombs. By changing the speed of your ship or plane after firing, your missile or bomb will change speed as it travels across the playfield.

## GAME 24

The computer controls the plane and will fly at a constant speed across the playfield, dropping bombs continuously. The right Joystick Controller controls the ship.

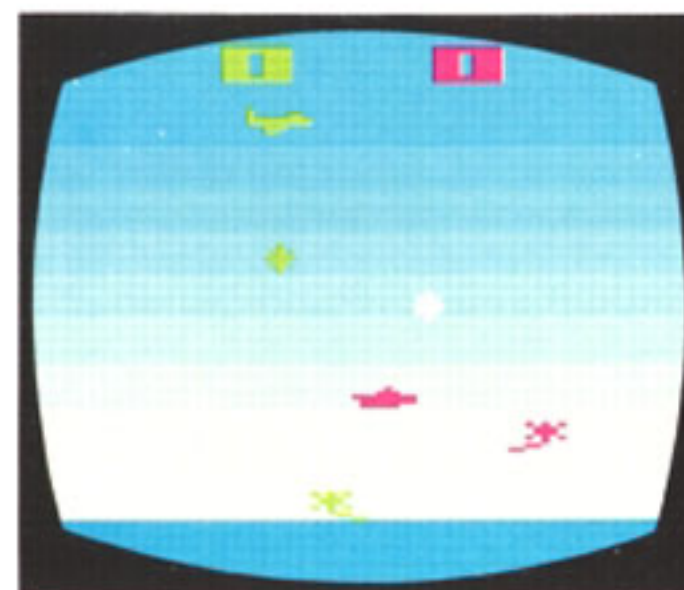


Figure 9 — Polaris vs Bomber Playfield (with mines)

Traveling randomly across the middle of the playfield are mines. In order to hit your opponent, you have to get around the mines which act as obstructions to your line of

fire. The mines score no points when hit.

## GAME 25

This version plays the same as Game 22, except that mines are added to the playfield.

## GAME 26

By changing the speed of your ship or plane after firing, your missile or bomb will change speed as it travels across the playfield, allowing you to guide them around the mines and into your opponent.

## GAME 27

Once again, the computer controls the plane, and with the right Joystick Controller, you control the ship.

## 5. SCORING

All games end after two minutes and 16 seconds of play, or when either player scores 99 points. During the last 16 seconds, the score will flash on the screen to warn you that the game is nearing the end. For one-player games, your score

appears on the top right corner of the screen, and the computers score is on the top left. In two-player games, the right players score appears on top right side; the left players on the top left side.



## 6. GAME SELECT MATRIX

### ANTI-AIRCRAFT™

Games 1 thru 6:

- Push joystick forward and back... changes angle of gun on screen
- Press red button to fire

### TORPEDO™

Games 7 thru 12:

- Push joystick left or right to move submarine
- Press red button to fire

### SHOOTING GALLERY

Games 13 thru 15:

- Push joystick forward and back... changes angle of gun on screen
- Push joystick left or right to move your gun across the screen
- Press red button to fire

### POLARIS and BOMBER

Games 16 thru 27:

- Push joystick forward or back to control speed of travel
- Press red button to fire

## GAME SELECT MATRIX

	ANTI-AIRCRAFT™						TORPEDO™						SHOOTING GALLERY		
Game Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Number of Players	2	2	1	2	2	1	2	2	1	2	2	1	2	2	1
Guided Missile															
Computer Games															
With Obstacles															

	POLARIS						BOMBER						POLARIS vs BOMBER					
Game Number	16	17	18	19	20	21	22	23	24	25	26	27						
Number of Players	2	2	1	2	2	1	2	2	1	2	2	1						
Guided Missile																		
Computer Games																		
With Obstacles																		



## GAME PROGRAM™ CARTRIDGE LIMITED NINETY DAY WARRANTY

ATARI, INC. ("Atari") warrants to the original consumer purchaser that your ATARI® Game Program cartridge is free from any defects in material or workmanship for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Atari's sole obligation will be to replace the cartridge free of charge on receipt of the cartridge (charges prepaid, if mailed or shipped) with proof of date of purchase at either the retail store where the cartridge was purchased or at one of the ATARI Regional Service Centers listed below:

Atari, Inc.  
1312 Crossman Ave.  
Sunnyvale, CA 94086

Atari, Inc.  
5400 Newport Dr.  
Suite 1  
Rolling Meadows, IL 60008

Atari, Inc.  
43 Belmont Dr.  
Somerset, NJ 08873

Atari, Inc.  
2109 East Division St.  
Arlington, TX 76001

This warranty shall not apply if the cartridge (i) has been misused or shows signs of excessive wear; (ii) has been damaged by being used with any products not supplied by ATARI, or (iii) has been damaged by being serviced or modified by anyone other than an ATARI Regional Service Center.

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